

Ivan Orlandini

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Product Designer UI / UX Designer



Personal

I'm all about creating stuff; it's my thing and pretty much why I ended up as a designer. (Probably also because I started creating my first products when there was still no computer at home).

I am 24 years old and live in Bergamo, a small town near Milan.

I design scalable products and create immersive experiences for big companies and startups.

Oh, I wouldn't want to forget my little big nerd love for 3D printing.

Birth date: 15/04/1999

Address: Via Quasimodo 4, Bergamo, Italy

Work Experience

2023-Present

Basaglia Rota Nodari
Bergamo, Italy

Product Designer

In this company I work as Product Designer and Art Director. I am mainly involved in the design of new products for companies, from target group analysis, concept, through 3D modelling and prototyping to product launch.

In this company I have learnt the value of smart research and design, creating products that are easily manufacturable and of quality for the end user.

2020-Present

Freelance
Bergamo, Italy

Freelancer Brand Designer & UI / UX Designer

As a Freelance I seamlessly blend creativity with strategic thinking to deliver impactful design solutions. Specializing in crafting design systems that adhere to brand guidelines, I bring a wealth of experience in developing visually compelling websites, web apps, and e-commerce platforms. My role extends to shaping the identity and positioning of international brands, where I excel in creating comprehensive brand architectures from logo design to sub-brand variations.

2018-2020

Yourbiz
Bergamo, Italy

UI / UX Designer & Brand Designer

I designed websites, web apps, and e-commerce applying User Experience rules and using them to craft a design system that follows brand guidelines and its communication, or using existing design systems like Material Design.

As a brand designer, I designed and thought on value identification and positioning of international brands trying to create a design system that, starting from the logo, would build a brand architecture that includes from the typography to the style of the images, passing through the declination of the logo in sub-brand.

2017-2018

Publish
Bergamo, Italy

Web Designer & Graphic Designer

I was mainly responsible for the graphics of websites for customers going then to create the actual product frontend side, directing the backend department on the needs of the site. I have created some magazines for the company and customers.

Ivan Orlandini

Education

2020-2023

Politecnico di Milano
Milan, Italy

Bachelor's degree in Product Design (110L)

I learned essential skills in design thinking, prototyping, and utilizing advanced design tools. I am well-prepared to apply my knowledge to create innovative and user-centered product solutions.

2021

UXBox
Milan, Italy

User Experience Design course at UXBox

Course held by Matteo di Pascale, Head UX Designer from Samsung, OnePlus and Leo Burnett, 24 weeks of course to learn and analyze every phase of UX Design.

2018

Guglielmo Marconi
Bergamo, Italy

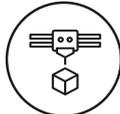
Diploma, Computer Programming

I studied computer programming, which gave me a good knowledge base of object programming, front end and back end development, databases, mathematics etc.

Languages

Italian (native), English (professional)

Interests



3D print



Content creation



Videogames



Fitness



Piano